

SONY®

White paper

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XPERIA J
ST26i/ST26a

Purpose of this document

Sony Mobile Communications product White papers are intended to give an overview of a product and provide details in relevant areas of technology.

Document history

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Sony Mobile Developer World

For the latest technical documentation and development tools, go to <http://developer.sonymobile.com/wp/>.

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Product overview

Xperia™ J – Big screen entertainment in a stylish smartphone

Bring your friends, photos and films to the big screen. Watch everything on the large and bright 4.0" display, or send it to your TV or Tablet. Xperia™ J is a stylish, social smartphone that tells you what's on with flashes, and plays what's on in soul-shaking clarity.

Get the bigger picture

Watch the world, big and bright on the large 4.0" screen. Or watch your favourite films. Browse the "Movies" app and see what's on with movie art. Show time? Connect the Xperia™ J smartphone to your TV or Tablet via Wi-Fi® and DLNA® and give people the bigger picture.

Stay social

So, what's new? Xperia™ J's smart illuminations give you a heads-up. The light notifies you of incoming messages, Facebook updates and more – and makes it easy to stay in touch in style. Prefer to say it face-to-face? Use the front-facing camera for a video chat.

For your listening pleasure

Found the right track? The "WALKMAN" app keeps you in touch with your music. Just plug in your earphones and listen in soul-shaking clarity. Or connect to wireless speakers, crank it up with xLoud™ loudness enhancement and use your phone as the ultimate DJ deck.

Shoot it sharp

Catch that look of joy sharp with the 5 MP auto focus camera. Or shoot sharp action in video, then post everything on Facebook with just a click. View every detail of your favourite photos and videos in the "Album" app, and store your stills and videos on PlayMemories Online*, the easy, instant way to access your content from any device.

* *PlayMemories Online is not available in all markets.*

50 GB free storage for life

With your Android smartphone you can get 50 GB of free storage for your music, photos and more. Download the Box for Android app from Google Play™ to set up an account and claim your free storage space.

NOTE: Free 50 GB of file storage is a time limited offer that ends 31 December 2012.



Signature features

Sony Xperia™ J comes with a range of features as standard. Below is a summary of the key signature features.

Xperia™ Timescape™

Communication made easy

The Timescape™ application manages all your communication with one person in one place. You can effortlessly browse by category your Facebook™, Twitter™, email and text communications, as well as view your photos. Now everything is all together and in chronological order, so you don't have to open different applications to see what's going on.

Xperia™ infinite button

Everything you want – from everywhere

Tap the infinite button in the Timescape™ application and smart filter each category of communication by person. For example, when viewing a text message from a friend in Timescape™, tap the infinite button to view a list of all chat messages with that friend.

Xperia™ Local connectivity

More control over your media

Using Xperia™ Local connectivity, you can exercise more control over how media files get transferred and stored. For example, you can select MTP mode to transfer files if you want to limit the risk of data corruption or select MSC mode if you want to have more control over the data storage.

Xperia™ Home screen application

The place you call Home

Customise your Home screen with widgets, shortcuts, folders, themes, wallpaper and other items.

Where's best for you? Email top right? Music player bottom left? You decide. With four extensions to your Home screen, you've got plenty of space to put things where you want. Just remember to flick left or right to find them.

Facts – dimensions, weight, performance and networks

Operating system	Google™ Android™ 4.0 (Ice Cream Sandwich)
Processor	1 GHz Qualcomm MSM7227A
Size	124.3 x 61.2 x 9.2 mm
Weight	124 grams
Available colours	Black Gold Pink White
Main screen	
Colours	16,777,216 colour TFT
Resolution	854x480 pixels
Size (diagonal)	4.0 inches
Scratch-resistant	Yes – Gorilla glass
Input mechanisms	
Text input	On-screen QWERTY keyboard, 12 key input
Touch screen	Capacitive
Touch gesture	Yes – multi-touch, up to 2 fingers supported
Handwriting recognition	Yes
Memory	
RAM	512 MB
Flash memory	Up to 4 GB*
Expansion slot	microSD™ card, up to 32 GB
Camera	
Camera resolution	5 MP
Digital zoom	4x
Photo flash	Yes – Pulsed LED
Video recording	Yes – VGA
Front camera	Yes – VGA
Sensors	
Accelerometer	Yes
Proximity sensor	Yes

Magnetometer	Yes
Networks	
ST26i	UMTS HSPA 900 (Band VIII), 2100 (Band I) GSM GPRS/EDGE 850, 900, 1800, 1900
ST26a	UMTS HSPA 850 (Band V), 1900 (Band II), 2100 (Band I) GSM GPRS/EDGE 850, 900, 1800, 1900
Data transfer speeds	
GSM GPRS	Up to 85.6 kbps (download). Up to 85.6 kbps (upload).
GSM EDGE	Up to 237 kbps (download). Up to 237 kbps (upload).
UMTS HSDPA cat 8(download)	Up to 7.2 Mbps
UMTS HSUPA cat 6 (upload)	Up to 5.76 Mbps
Talk time (GSM)	Up to 5 hours 36 min.**
Standby time (GSM)	Up to 607 hours**
Talk time (UMTS)	Up to 7 hours 18 min.**
Standby time (UMTS)	Up to 618 hours**
Music listening time	Up to 39 hours 24 min.**
Video playback time	Up to 8 hours 30 min.**
Battery	1750 mAh, typical 1700 mAh, minimum

* Memory comprises 650 MB of firmware (using 1.3 GB physical memory to secure against memory errors), 766 MB of “Phone memory” for downloaded applications, and around 2 GB of “Internal storage” for music, pictures and movies, and some application data. For a more detailed description of the different types of memory and how they are used, See “Memory in Android™ phones” on page 17.

** Values are according to GSM Association Battery Life Measurement Technique as performed in controlled laboratory conditions. Actual time may vary.

NOTE: Battery performance may vary depending on network conditions and configurations, and phone usage.

NOTE: All performance metrics are measured under laboratory conditions.

Categorised feature list

 <p>Camera</p> <ul style="list-style-type: none"> 5 megapixel camera 4x digital zoom Auto focus Flash/Photo flash Front-facing camera (VGA) Geotagging Self-timer Send to web Touch capture Touch focus Video light Video recording 	 <p>Music</p> <ul style="list-style-type: none"> Album art Bluetooth™ stereo (A2DP) Clear Bass Clear Stereo Manual equalizer PlayNow™ service* TrackID™ music recognition* “WALKMAN” application xLoud™ Experience 	 <p>Internet</p> <ul style="list-style-type: none"> Bookmarks Google Play™ Google™ search* Google Voice™ Search* Google Maps™ for Mobile with Street view and Latitude™* NeoReader™ barcode scanner Web browser (WebKit™)
 <p>Communication</p> <ul style="list-style-type: none"> Call list Conference calls Facebook™ application* Friends application Google Talk™ application* Google Talk™ video chat* Multiple IM Speakerphone Twitter™ (Timescape™ integration)* Video chat ready Xperia™ Timescape™ Xperia™ with Facebook™ 	 <p>Messaging</p> <ul style="list-style-type: none"> Conversations Email Google mail™* Handwriting recognition Instant messaging Multimedia messaging (MMS) Predictive text input Text messaging (SMS) 	 <p>Design</p> <ul style="list-style-type: none"> Auto rotation Gesture input On-screen 12-key keyboard On-screen QWERTY keyboard Picture wallpaper Touch screen Wallpaper animation

* This service is not available in all markets.

		
<p>Entertainment</p> <p>3D games Media browser Motion gaming Radio (FM radio with RDS) Sony Entertainment Network* Video streaming YouTube™*</p>	<p>Organiser</p> <p>Airplane mode Alarm clock Calculator Calendar Contacts Document readers eCompass™ E-Manual Infinite button Notes Tasks Setup Wizard</p>	<p>Connectivity</p> <p>3.5 mm audio jack (CTIA) aGPS* Bluetooth™ wireless technology DLNA Certified® Media Transfer Protocol support Micro USB support Native USB tethering Media Go™* PC Companion Synchronisation via Facebook™ Synchronisation via SyncML™ Synchronisation via Google™ Synchronisation with computer Synchronisation via Microsoft® Exchange ActiveSync® USB High speed 2.0 support USB mass storage Wi-Fi® Wi-Fi® Hotspot functionality</p>

* This service is not available in all markets.

Technologies in detail

NOTE: The information outlined below is general and levels of compliance to standards and specifications may vary between products and markets. For more information, contact Sony Developer World or your Sony contact person where applicable.

Device-to-device communications (local)

Bluetooth™ wireless technology

Bluetooth™ profiles supported	Advanced Audio Distribution Profile v1.2 Audio/Video Remote Control Profile v1.0 Handsfree Profile v1.5 Headset Profile v1.1 Object Push Profile v1.1 Phonebook Access Profile v1.0
Core version and supported core features	Advanced Audio 2.1+EDR
Connectable devices	Products which support at least one of the profiles above.

More information:

<http://developer.sonymobile.com/wp/>

www.bluetooth.com

Wi-Fi®

Supported standards	IEEE 802.11b/g/n and Wi-Fi®
Connectable devices	Wi-Fi® access points
Frequency band	2.4 GHz
Data transfer rate	Up to 72 Mbit/s
Security	WEP 64 bit WEP 128 bit TKIP CCMP (AES) Open Authentication Shared Authentication EAP-SIM EAP-TLS EAP-TTLS/MSCHAPv2 PEAPv0/EAP-MSCHAPv2 PEAPv1/EAP-GTC WPA Personal and WPA2 Personal WPA Enterprise and WPA2 Enterprise
Encryption	WEP, TKIP and AES
Power save	WMM-UAPSD QoS, WMM

DLNA Certified® (Digital Living Network Alliance)

Supported Device Classes	<p>M-DMS – Mobile Digital Media Server Media Types: Image, Video and Music Summary: The digital media server exposes the media files in your phone to a Wi-Fi® network. The files can then be accessed from other DLNA Certified® clients.</p> <p>+PU+ Media Types: Image, Video and Music Summary: Play media saved in the phone on another device, such as a TV or computer, using 2-box push technology. The +PU+ feature is integrated into the Gallery and Music applications.</p> <p>M-DMP – Mobile Digital Media Player Media Types: Image, Video and Music Summary: Play content stored on another device, for example, a server or a PC, directly on the phone.</p> <p>+DN+ Media Types: image, video and music Summary: Download content stored on another device, for example, a server or a PC, and play the downloaded content directly on the phone.</p>
Supported Bearers	Wi-Fi®
DRM Support	The Sony DLNA Certified® implementation does not support DRM-protected content.

Messaging

MMS (Multimedia Messaging Service)

According to OMA Multimedia Messaging Service v1.0 + SMIL

Email

Bearer type (IP)	GPRS, EGPRS, UMTS, Wi-Fi®
Character sets	BIG5 Traditional Chinese GB2312 Simplified Chinese GB18030 ISO-2022-JP Japanese ISO-8859-1 ISO-8859-2 Eastern Europe ISO-8859-5 Cyrillic ISO-8859-7 Greek ISO-8859-9 Turkish ISO 8859-11 KOI8-R Cyrillic Shift_JIS Japanese USASCII UTF-16 UTF-8 Windows® 874 Windows® 1251 Cyrillic Windows® 1252 Windows® 1254 Turkish Windows® 1258 Vietnamese
Protocols	POP3 and IMAP4
Push email	Microsoft® Exchange ActiveSync® (EAS)
Secure email	SSL/TLS, both port methods (POPS/IMAPS) and START-TLS
HTML mail	Yes (read only)

More information:

<http://developer.sonymobile.com/wp/>

www.openmobilealliance.org

Positioning – location based services

Supported standards:

- OMA Secure User Plane Location (SUPL) v1.0
- 3GPP™ Control Plane location (including Emergency location), only support E911.
- Qualcomm® GPSOneXtra

Provisioning (OMA CP)

OMA CP version 1.1

Multimedia (audio, image and video)

Audio Playback	Decoder format	Supported in file format
	Audio decoding MPEG-1/2/2.5, audio layer 3	MP3 (.mp3), 3GPP (.3gp), MP4 (.mp4, .m4a)
	AAC, AAC+, eAAC+	3GPP (.3gp), MP4 (.mp4)
	AMR-NB, AMR-WB	3GPP (.3gp), MP4 (.mp4)
	General MIDI (GM)	SMF (.mid)
	Linear PCM 16bit	WAV (.wav)
	OTA	OTA (.ota)
	Ogg vorbis	Ogg vorbis (.ogg)
Audio Recording	Encoder format	Supported in file format
	AMR-NB, AMR-WB	3GPP (.3gp), MP4 (.mp4), AMR (.amr)
	AMR-NB, AMR-WB, AAC-LC stereo Sample rate: 48 kHz Bit rate: 128 kbps	3GPP (.3gp), MP4 (.mp4)
Image Playback	Decoder format	Supported in file format
	1, 4, 8, 16, 24 and 32 bpp and RLE encoded formats	BMP (.bmp)
	Single and multi-frame, bitmap mask support (GIF87a format and GIF89a format)	GIF (.gif)
	Joint Photographic Experts Group	JPEG (.jpg)
	Portable Network Graphics Bitmap mask support	PNG (.png)
	Wireless Bitmap	WBMP (.wbmp)
Image Capture	Encoder format	Supported in file format
	Joint Photographic Experts Group	JPEG (.jpg)
Video Playback	Decoder format	Supported in file format
	MPEG-4 Visual Simple Profile	3GPP (.3gp), MP4 (.mp4)
	H.264	3GPP (.3gp), MP4 (.mp4)
	H.263 Profile 0	3GPP (.3gp)

Video Recording	Encoder format	Supported in file format
	<ul style="list-style-type: none"> - Video H.263 Profile 0, H.264 Baseline Profile - Audio: AAC-LC stereo Sample rate: 48 kHz Bit rate: 128 kbps AMR-NB 	3GPP (.3gp), MP4 (.mp4)
Audio/Video Streaming	Streaming transport	RTSP according to 3GPP™ HTTP streaming
DRM	DRM (Digital Rights Management) – features the rights and copy protection of downloaded content	OMA DRM 1.0

Synchronisation (OMA DS, EAS, Google Sync™)

OMA Data Synchronisation protocol versions 1.1.2 and 1.2

OMA Data Formats: vCard 2.1, vCalendar 1.0

Microsoft® Exchange ActiveSync® protocol version 2.5

Microsoft® Exchange ActiveSync® protocol version 12.0

Microsoft® Exchange ActiveSync® protocol version 14.0

Microsoft® Exchange ActiveSync® protocol version 14.1

Google Sync™

Related information:

<http://developer.sonymobile.com/wp/>

Web browser

Browser version	Android 4.0 Browser (Based on WebKit™)
Navigation/rendering	Full page PC rendering Landscape/portrait rendering Pan & Zoom
Search	Internet search
Browser compliancy	CSS 2.0 CSS 2.1 CSS 3.0 DOM 2.0 DOM 3.0 HTML version 4.0 HTML version 5.0 V8 JavaScript Engine/ECMA-script 262 5rd edition XHTML Basic version 1.0 XHTML 1.1
Supported Device API	Geo-location API
Protocol compliancy	Gzip HTTP/1.1 OMA Download 1.0 TLS 1.0 and SSL 3.0

Related information:

<http://developer.sonymobile.com/wp/>

Memory in Android™ phones

To use Android phones efficiently, users should be aware of the different types of phone memory. This knowledge is important in order to understand, for example, where music, photos and videos are saved; how many apps can be downloaded from Google Play™; and how photos can be copied to a PC.

Generally, all Android phones share the same basic memory setup. What differs is how much memory is available to you via the different types of memory, and whether your phone uses an external SD card or an internal memory chip. Any information specific to the particular phone model described in this White Paper is noted as such.

Please note that when internal memory is used, the figures you see in the phone information menus may appear to not match with the total amount of stated physical memory. In other words, the figures might not seem to add up. The reason for this is that some sections of the memory may use two memory cells instead of one for every storage unit, in order to secure storage integrity. The need for such “double storage” depends on the type of memory chips used and may therefore differ between products.

Types of memory

The types of memory described below are consistent with the terminology used in Sony mobile phone menus and in other content relating to 2012 Xperia™ phones:

1. Dynamic Memory (also known as RAM, or non-persistent memory, because everything in RAM disappears when the power is turned off) is used as “working memory” when the device is actually running, and is shared between the operating system and all active applications and services. Therefore, the amount of Dynamic Memory influences how many applications and operating system services can run at the same time. In Android™ phones, the operating system automatically closes applications and services that are not being used. However, such automatic functionality has limits. For example, if a lower amount of RAM is assigned to a certain release of the operating system, phone speed will be impacted.

If you experience problems with RAM, for example, if the phone runs slower than usual or if the Home application restarts frequently when you leave an application, you should minimize the use of apps that run all the time. Such apps could include, for example, applications that frequently download social service updates. You could also consider using a static wallpaper instead of a live wallpaper.

To see which apps and services are currently active, go to Settings > Applications > Running Services. You should have at least 50 MB, and ideally 100 MB or more, of free RAM to avoid slowdowns and application restarts.

You should also be aware that if you update the phone to a later Android release, the load on the built-in Dynamic Memory will increase due to the addition of more features. As a result, the phone may run slower after an update.

All the memory types described below (in sections 2 to 5) together comprise “persistent” memory. What this means is that all data and content stored on these sections of memory will “persist” after the power is turned off (in contrast to the non-persistent RAM). Persistent memory can therefore be used for storing applications, images, music and any other content which can only disappear after being explicitly deleted.

2. System Memory (also known as “System partition” or “/system”) is used for the Android OS and for most applications that are pre-loaded from the factory. This type of memory is normally locked, and can only be changed through a firmware upgrade. There is usually some free space available in this section of memory. However, since it is locked, you cannot save apps, photos or any other content to this memory. System Memory is reserved for future firmware upgrades, which almost always need more memory than the original firmware. You cannot see or influence the use of this memory.

3. Phone Memory (also known as “Data partition” or “/data”) is memory type that is used as working memory. It can be compared to the C: drive on a PC or to the startup disk on a Mac. All applications downloaded from Google Play™ or other sources are installed (at least initially) to this type of memory. Some can later be moved to another memory.

In this type of memory, as with System Memory, all applications have an allocated area which no other applications can access and to where the applications can and usually do save their data (such as phonebook, calendar, notes, and email applications).

Phone Memory will tend to fill up as a result of normal use, the use of applications saving their data, and you downloading and installing new applications. Therefore, the larger this memory is from the start, the more applications you can download and use.

If the Phone Memory starts to get full, the phone slows down, and in some cases it might no longer be possible to install more apps. You should always ensure that you have at least 50 MB of free Phone Memory. If not, you should consider removing some apps that you seldom use, or move some applications from the Phone Memory.

You can see how much Phone Memory is free under Settings > Storage > Phone memory. You can also view Phone Memory availability and usage information under Settings > Applications > Manage Applications.

4. Internal Storage/SD card (also known as “/sdcard”) is the memory used for:

- Content such as photos, movies and music which is added, for example, as a result of the user taking photos with the camera, downloading media files, and performing file transfers.
- Certain applications to store data in cases where larger amounts of content are involved. For example, applications for games and maps need to store larger files which would not fit in the Phone Memory.
- Applications that can be moved after installation from the Phone Memory. Note that not all applications can be moved, and in such cases the option to move the particular application will not be available. Typically, apps running as services, apps with widgets, or apps for live wallpapers cannot be moved. Also note that when apps are moved to the Internal Storage or to the SD card memory, a small part of the app will still remain in the Phone Memory.

This type of memory differs most between different Android phone models. In some models, a large amount of internal memory is built into the phone and is referred to in the user interface as “SD card” memory. In other cases, the phone features a memory card slot and a removable memory card that is bundled with the phone. No Android phone can be shipped without this memory type whether it comes as built-in storage or in the form of a removable memory card. The advantage of having an external memory card slot is that a user can replace the memory card with a larger one later on. In contrast, built-in internal memory cannot be extended. The drawback for the manufacturer is that a removable card is more expensive. Therefore, at a certain price level, a manufacturer can offer a larger amount of memory if it is built in, everything else being equal.

You can see how much Internal Storage is available under Settings > Storage > Phone memory.

In the Xperia™ J, the three areas of persistent memory (System Memory, Phone Memory, and Internal Storage), together with some small memory allocations for system operations, share 4 GB of built-in eMMC memory.

Note that in some products you may find both a large internal memory and a memory card reader slot. However, on the current Android platform, the card reader slot does not work in the same manner in a phone with large internal memory, for example, a phone with only a memory card slot. Generally, while you can access content (such as videos, photos and music) on this optional memory card, you cannot

in general save anything to the card. Some applications, for example, a backup service application, may still be allowed to do so. In effect, this means that some products feature a fourth type of persistent memory, called “External Card”:

5. External Card (also known as “/ext-card”) is the name for the removable SD memory card in products where there is also Internal Memory and where this Internal Memory is referred to in the phone’s user interface as the “sdcard” memory. This External Card memory can generally not be written to from the phone, but it can be used (by the user) to store content from other sources. For example, you can write to this memory from a PC when the phone is connected to a PC and when the External Card is mounted. Some applications on the phone may in some cases, however, also have permissions to write to the External Card.

Backing up data to different memory types

Generally, you should not save photos, videos and other personal content solely on the internal memory of a phone. If something should happen with the hardware, or if the phone is lost or stolen, the data stored on the phone’s internal memory is gone forever.

In a phone where an SD card reader is the main memory, it is relatively easy to take the card out and copy all content to a PC or Mac, or to an entertainment device with a memory card slot. In a product featuring Internal Storage as the main memory, it is not possible to physically remove the memory. Instead, any critical or high-value content must either be transferred over a network (mobile or Wi-Fi) or via a cable. To facilitate the transfer of data via a cable, the Xperia™ J supports the Microsoft standard, Media Transfer Protocol (MTP), which makes it possible to easily transfer content back and forth between your phone and a PC. For Apple Mac computers, a special application is available with built-in support for MTP. This application can be downloaded from the Xperia™ J Support page.

Note that you do not need to back up or make a copy of applications that you downloaded from Android Market/Google Play™. They can normally be downloaded again if you have set up a Google account to work in your phone. You can find the apps which you have purchased under “My apps” in Android Market/ Google Play™, so you will not need to either pay for or search for them again.

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